IN THE SPECIFICATION:

On page 1, line 6, add a new paragraph as follows:

Field of the Invention

On page 1, line 15, add a new paragraph as follows:

Background of the Invention

On page 3, line 33, add a new paragraph as follows:

Brief Summary of the Invention

On page 5, line 8, add a new paragraph as follows:

Detailed Description of the Invention

Replace the paragraph on page 7, line 35, with the following:

(SEQ ID NO $\frac{3}{6}$), or

Replace the paragraph on page 9, line 22 through page 10, line 2, with the following:

The insulin analogs possess full biological activity. This was shown by intravenous administration to rabbits and the lowering of blood glucose resulting therefrom. The more rapid onset of action after subcutaneous administration was shown using the euglycemic clamp technique on fasting dogs (EP 0 885 961 A1, examples 5 and 6). 0.3 IU/kg was administered. The reference preparation was human insulin. In the clamp technique, after the insulin injection, the blood glucose value is measured at brief time intervals and exactly enough glucose is infused in order to compensate the lowering. This has the advantage that no counterregulation occurs in the animals, as would be the case with a large decrease in the blood glucose after the administration of insulin. The amount and the variation with time of the infused glucose characterize the action of the insulin.

Lys(B3), Glu(B29)-(SEQ ID NO 3 6) and Lys(B3), Ile(B28)-(SEQ ID NO 4) insulin have a markedly more rapid onset of action than human insulin. The maximum action (glucose infusion rate) is achieved after 100 minutes with human insulin, but after 80 minutes with Lys (B3), Glu (B29)-insulin (SEQ ID NO 3 6) and as early as after 60 minutes with Lys (B3), Ile(B28)-insulin (SEQ ID NO 4). These analogs, if they are injected shortly before a meal, should therefore compensate the postprandial increase in the blood glucose better than human insulin.

Replace the paragraph on page 13, line 14, with the following: (SEQ ID NO $\frac{3}{6}$).